

A Study on Gaming Addiction among Adolescents with Special Reference to Coimbatore District

Ms. G. Lourds Shammine¹, Amirthavarshini. S²

¹Assistant Professor, PG and Research Department of Social Work,

²II MSW Student, PG and Research Department of Social Work,

^{1,2}Hindusthan College of Arts & Science, Coimbatore, Tamil Nadu, India

ABSTRACT

Internet and gambling addiction are recognized as serious mental health threats, and excessive Internet use is associated with a range of negative psychosocial consequences. The aim of this review is to identify all previous empirical studies that have used imaging techniques to reveal emerging mental health problems in internet and gambling addiction from a neuroscientific perspective. A systematic literature search was performed and 18 studies were identified. These studies provide compelling evidence of similarities at different levels between different types of addiction, particularly substance addiction and Internet and gambling addiction. This paper demonstrates that understanding the neural correlates associated with the development of internet and gaming addiction will facilitate future research and pave the way for the development of addiction treatment approaches. The sampling method chosen in this study was non-probabilistic sampling as the researchers chose a descriptive study design. In this study, researchers collected data from respondents using a targeted sample. A sample size of 50 was collected using an interview design.

KEYWORDS: Internet addiction and gaming addiction

INTRODUCTION

Internet addiction and gambling addiction is one of the major problems, also known as Internet Gaming Disorder. It is a disorder characterized by a marked reduction in control over your gambling habits, which negatively affects many aspects of your life, including self-care, relationships, school, and work. may include gambling on electronic devices, but most people with serious gambling problems gamble primarily online. Researchers debate whether Internet and video game addiction should be classified as an addiction or a mental illness. Many researchers consider video game addiction to be a behavioral addiction similar to gambling disorder, with the craving for winning becoming one of the main reasons for gambling. It may require cognitive skills and sharp reflexes, but winning at gambling is mostly a matter of chance. Regardless of this argument, all-consuming activities and habits that adversely affect daily functioning can lead to significant mental, social, and physical health problems. If you think you have control over it, it's important to see a doctor.

DEFINITION

Gaming Disorder

Video game addiction (VGA), also known as gaming disorder or internet gaming disorder, is generally defined as a psychological addiction that is problematic, compulsive use of video games that results in significant impairment to an individual's ability to function in various life domains over a prolonged period of time.

Video game addiction (internet gaming disorder) is characterized by severely reduced control over gaming habits, resulting in negative impacts on daily functioning, including personal, social, educational and occupational responsibilities. While millions of people play video games, only a small percentage develops video game addiction.

Review of Literature

Haydon et al. (2018), researchers have to consider whether narrative inquiry has the potential to answer the research question. One of the ways of overcoming this threat is long-term communication between the

How to cite this paper: Ms. G. Lourds Shammine | Amirthavarshini. S "A Study on Gaming Addiction among Adolescents with Special Reference to Coimbatore

District" Published in International Journal of Trend in Scientific Research and Development (ijtsrd), ISSN: 2456-6470, Volume-7 | Issue-2, April 2023, pp.836-839, URL: www.ijtsrd.com/papers/ijtsrd56184.pdf

Copyright © 2023 by author (s) and International Journal of Trend in Scientific Research and Development Journal. This is an Open Access article distributed under the terms of the Creative Commons Attribution License (CC BY 4.0) (<http://creativecommons.org/licenses/by/4.0>)



IJTSRD56184



researcher and the participant, which allows for the confirmation of data collection, thus leading to a higher level of rigor and credibility.

Ting S. T. (2022) conducted a research study in order to investigate the predictive function of need frustration on Internet gaming disorder (IGD) and the mediation influence of gaming motivations. This online cross-sectional survey research was carried out with the participation of a total number of 398 mobile MOBA players between the ages of 18 and 29. According to the data, an IGD diagnosis might be positively predicted by need frustration. The significance of social, escape, competitive, coping, and skill motivations as major mediators of the link between need frustration and IGD was supported by the results of the study. However, the motivations of leisure and imagination did not play a substantial role as mediators.

Juthamane S. (2021) carried out a research study with the purpose of thoroughly mapping the current literature on variables associated to Internet and gaming addiction in teenagers. The study was conducted in the year 2021. A scoping review that encompassed the years 2009 to July 2020 was conducted using the databases Science Direct, PROQUEST Dissertations and Theses, and Google Scholar. The review's time frame was determined by the results of the review. Evaluation of the quality and extraction of the data were given. In order to compile the findings, a content analysis was carried out. In the end, 62 studies fulfilled the requirements to be included. There were 82 associated factors found and they were organized into 11 categories, which included socio-demographic characteristics, parental and family factors, device ownership, Internet access

and location, social media, and the game itself, personality/traits, psychopathology factors, self-efficacy, education and school factors.

Methodology of the Study

Objectives of the Study

1. To study socio demographic profile of the respondent.
2. To study assess the research is to determine how online gaming influences the social behavior
3. To find out the psychological well-being of students by measuring their perceived gaming engagement and social behavior.
4. To study the impact of mobile games addiction of the respondents.
5. To study the family relation of respondent adulthood.

Research design: The researcher followed descriptive research design for the study.

Universe of the study: The universe of the present study is contact from College students in Coimbatore.

Sampling: 50 Respondents were chosen for information assortment the examining technique embraced for the current investigation is non-likelihood testing. For the current examination the scientist utilize purposive testing technique to gather information from guardians.

Tools for data collection: The researcher utilized construction self-made questionnaire. The questionnaire comprises of 15 things, each to evaluate on a Yes or No questionnaire. The information was dissected utilizing different factual devices like Simple Percentage test.

Findings of the Study

Factors	MEDIUM	FREQUENCY	PERCENT
Age	18yrs-21yrs	34	68%
Gender	Male	29	58%
Educational Qualification	UG	30	60%
Family Income	Below-Rs.30000	36	72%
Nativity	Urban	27	54%
Type of family	Nuclear Family	35	70%
No. of Dependents	2members -4members	30	60%

Simple Percentage Analysis

- More than half (68 percent) of the respondents belong to the age group of 18yrs-21yrs.
- Nearly (58 percent) of the respondents are male.
- More than half (60 percent) respondents are UG.
- Majority (72 percent) of the respondents earn between Below-Rs.30000 family income.
- Nearly (54 percent) of the respondents are nativity with urban.
- Majority (70 percent) of the respondents live in nuclear family.
- Most (60 percent) of the respondents are 2 to 4 number of dependents.

DISTRIBUTION OF THE RESPONDENTS ACCORDING TO THEIR LEVEL OF GAMING ADDICTION

S. No	Level of gaming addiction	Respondents	Percentage %
1	High	30	60
2	Moderate	14	28
3	Low	06	12
	Total	50	100

INTERPRETATION

The above table highlights the level of gaming addiction of the respondents. It is understood from the above table that 60 percent of the respondents have high level of gaming addiction, 28 percent of the respondents have moderate level of gaming addiction, and 12 percent of the respondents have low level of gaming addiction.

Influence of personal profile and ethical level of gaming addiction of the respondents

Variables	Statistical tool	Value	Result
Gaming addiction & age of the respondents	ANOVA	F= .047 P>.231	Significant
Gaming addiction & gender of the respondents	t-test	t = -.059 p>.953	Not Significant
Gaming addiction & education qualification of the respondents	ANOVA	F= .007 P>.231	Significant
Gaming addiction & family income of the respondents	ANOVA	F= 4.101 P<.004	Not Significant
Gaming addiction & nativity of the respondents	t-test	t = -.059 p>.953	Not Significant
Gaming addiction & Type of family of the respondents	t-test	t = .009 p>.953	Significant
Gaming addiction & No. of Dependents of the respondents	ANOVA	F= 2.773 P<.029	Significant

- There is significant difference in the mean scores of the respondents based on the age. It is inferred that age influence the gaming addiction of the respondents.
- There is no significant difference in the mean scores of the respondents based on the gender .It is inferred that gender does not influence the gaming addiction of the respondents.
- There is significant difference in the mean scores of the respondents based on the education qualification .It is inferred that education qualification influence the gaming addiction of the respondents.
- There is no significant difference in the mean scores of the respondents based on the family income .It is inferred that family income does not influence the gaming addiction of the respondents.
- There is no significant difference in the mean scores of the respondents based on the nativity. It is inferred that nativity does not influence the gaming addiction of the respondents.
- There is significant difference in the mean scores of the respondents based on the type of family. It is inferred that type of family influence the gaming addiction of the respondents.
- There is significant difference in the mean scores of the respondents based on the No. of Dependents .It is inferred that No. of Dependents influence the gaming addiction of the respondents.

Recommendations

- Child and family social workers should protect vulnerable children and support families in need of assistance.
- Social workers should help individuals, groups, and families prevent and cope with problems in their everyday lives.
- Clinical social workers should diagnose and treat mental, behavioral, and emotional problems.
- Social worker should help people of all life stages cope with and solve everyday problems.
- Social worker should advocate for and develop plans to improve clients' well-being.
- Younger adults have more problems with video game playing.
- Educational games in the classroom can bring high levels of engagement to students during the learning process.

CONCLUSION

The study concluded that the purpose of this study was to investigate associations between mobile phone game addiction and depression, loneliness, and social anxiety, and that potential gender differences in these associations were also investigated. Adolescents with gambling addiction reported higher rates of depression, social anxiety, and loneliness, supporting three hypotheses regarding the association between gambling addiction and depression, social anxiety, and loneliness. Furthermore, gender differences in pathways between mobile phone game addiction and social anxiety were observed, with male adolescents having a stronger association between mobile phone game addiction and social anxiety. Males may experience more social anxiety than adolescent females when addicted to mobile games.

REFERENCES

- [1] Su YS, Chiang WL, Lee CTJ, Chang HC. The effect of flow experience on player loyalty in mobile game application. *Comput Hum Behav.* (2016) 63:240–8. doi:10.1016/j.chb.2016.05.049
- [2] China Internet Network Information Center. The 41th Statistical Report on the Development of Internet in China. (2018).
- [3] Kandell JJ. Internet addiction on campus: the vulnerability of college student. *Cyber Psychol Behav.* (1998) 1:11–8. doi:10.1089/cpb.1998.1.11
- [4] Stockdale L, Coyne SM. Video game addiction in emerging adulthood: cross-sectional evidence of pathology in video game addicts as compared to matched healthy controls. *J Affect Disord.* (2018) 225:265–72. doi:10.1016/j.jad.2017.08.045
- [5] Sun Y, Zhao Y, Jia SQ, Zheng DY. Understanding the antecedents of mobile game addiction: the roles of perceived visibility, perceived enjoyment and flow. In: *Proceedings of the 19th Pacific-Asia Conference on Information Systems.* Singapore: Marian Bay Sands (2015). p. 1–12.
- [6] Sha P, Sariyska R, Riedl R, Lachmann B, Montag C. Linking Internet communication and smartphone use disorder by taking a closer look at the Facebook and WhatsApp applications.
- [7] Lee C, Kim O. Predictors of online game addiction among Korean adolescents. *Addict Res Theory.* (2017) 25:58–66.
- [8] Bozoglan B, Demirer V, Sahin I. Loneliness, self-esteem, and life satisfaction as predictors of Internet addiction: a cross-sectional study among Turkish university students. *Scand J Psychol.* (2013) 54:313–9.
- [9] Ko C, Yen J, Chen C, Yeh Y, Yen C. Predictive values of psychiatric symptoms for Internet addiction in adolescents. *JAMA Pediatrics.* (2011) 163:937–43.
- [10] Taylor S. (2017). The theoretical underpinnings of Internet addiction and its association with psychopathology in adolescence. *Int J Adolesc Med Health.* 2017:46.
- [11] Lawrence TL, Peng Z-W. Effect of pathological use of the Internet on adolescent mental health. *JAMA Pediatrics.* (2010) 164:901–6.
- [12] Mccauley C. Video game play and anxiety during late adolescence: the moderating effects of gender and social context. *J Affect Disord.* (2018) 226:216–9.